

Nintendo ENTERTAINMENT SYSTEM



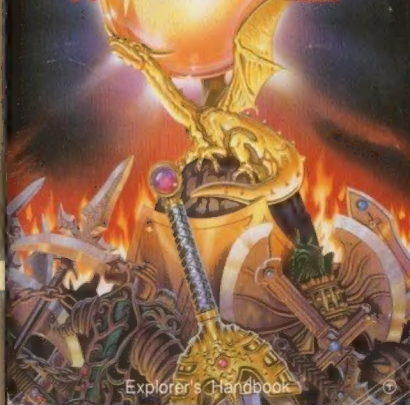
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NES-101-USA

DRAGON WARRIOR III



Explorer's Handbook



Nintendo ENTERTAINMENT SYSTEM



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Nintendo

ENTERTAINMENT SYSTEM

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This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Enix America Corporation wants to congratulate you on your purchase of Dragon Warrior III. Before playing this game, please take a few minutes to familiarize yourself with this manual. The directions and cautions will tell how to properly use and enjoy Dragon Warrior III. Please keep this manual in a safe place for future reference.

PRECAUTIONS

- 1) This is a high precision game. Keep it away from extreme temperature and mechanical shock at all times. Never disassemble the Game Pak for any reason.
- 2) Do not touch the terminals with your hand. Do not get them wet or dirty. Doing so could damage the Game Pak.
- 3) Do not clean with benzene, paint thinner, alcohol, or other such solvents.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary screens or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

**DRAGON
WARRIOR III**



Explorer's Handbook

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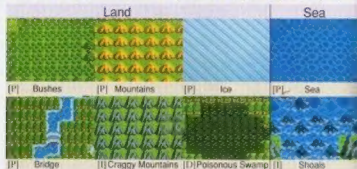
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How to Enjoy Dragon Warrior III

- Read Section I of this Explorer's Handbook, but DO NOT read Section II at first. You may want to refer to Section II for maps of caves, towers, and castles, but you won't enjoy the game as much if you depend too much on the information provided in Section II.
- Section I explains the commands and the features of Dragon Warrior III. With the information about spells and items on the Dragon Warrior III Map Poster, you should be able to start your quest. By gathering information from people (or animals!) in the game, you should learn how to proceed.
- If you get stuck and can't figure out what to do, try remembering what you have heard and seen. Chances are there was a clue which will put you back on track.
- If you give up figuring out how to proceed, refer to Section II for hints.
- Use the clues in the Ultimate Hint section only as a last resort.
- Save your game periodically, especially before venturing into new territories or attempting things you are unsure about.

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GEOGRAPHICAL FEATURES

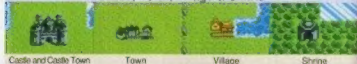


- [P] passable
[I] impassable
[D] passable with damage



[D] Barrier
Don't confuse Barriers in castles and dungeons with Ice fields. To avoid damage from Barriers, use the StepGuard spell.

Castle, Town, Village & Shrine



The Magic Key can open Thief's Key Door as well as Magic Key Doors; the Final Key can open all three types of doors.



Dungeons

The doors in dungeons are larger than the doors in towns and castles but can be opened by the same keys. The Final Key opens every door.



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Starting Your Quest Table of Contents

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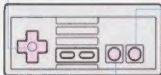
The Castle Town of Aliahan

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CONTROLLER FUNCTIONS

Control Pad

Moves your character (and your allies) on the screen and moves the cursor \blacktriangleright in any of the windows.



A Button

Brings up the Command Window on the screen if it is not visible already. Enters your selections when the Command Window and other windows are up on the screen. Also when \blacktriangledown is flashing in the Text Window, pressing the A Button displays an additional message.

B Button

Cancels selections and/or lets you go back to previous window/screen.

- START Button skips the Opening Scene.
- SELECT Button is not used.

STARTING THE GAME

Insert your Dragon Warrior III Game Pak into your NES control deck manual. Turn the POWER on. After the company logo is displayed, the Title Screen (picture 1) will appear. It will change to the Opening Scene (picture 2) automatically. Press the START Button or the A Button to bring up the Option Screen (picture 3). When you play the game for the first time, only the BEGIN A NEW QUEST command will appear.



Picture 1



Picture 2



Picture 3

COMMANDS IN THE OPTION SCREEN

CONTINUE A QUEST

Lets you continue a saved quest on the Adventure Log.

BEGIN A NEW QUEST

Lets you start a new Adventure Log. Up to three Adventure Logs at a time may be stored in the Game Pak. (This command appears only when at least one blank Adventure Log exists.)

COPY A QUEST

Lets you copy an existing Adventure Log to a blank Adventure Log.

ERASE A QUEST

Lets you erase an existing Adventure Log you no longer need.

(CAUTION: Once you have erased an Adventure Log, you cannot retrieve it. Be certain you want to erase it.)

CHANGE MESSAGE SPEED

Lets you change the text display speed during play.

Important—SAVING THE GAME—Important

You can save your game by visiting any one of the Kings and/or other characters who have access to the Imperial Scrolls of Honor. When you wish to rest from the game after saving, remember to hold the RESET Button in while turning off the POWER. Otherwise, you may damage the valuable saved information of your game.

BEGINNING YOUR QUEST

Select BEGIN A NEW QUEST and press the A Button. The available Adventure Logs will appear. Select one. The window to register the name of your character (who will be the leader of your party) will appear (picture 4). Select letters with the \blacklozenge Control Pad and enter them by pressing the A Button, one at a time. If you make a mistake, use BACK to write over a letter.



Picture 4

You can enter up to 8 letters and/or marks, including a blank space which is located below the capital V, but only the first 4 will be displayed during play. When you are finished entering the name, select END and press the A Button. Then enter the sex of your character and the message speed. Your quest will begin momentarily. (Pressing the B Button at any time will let you re-start the BEGIN A NEW QUEST procedure.)



You are the young Hero of Aliahan. The character sleeping in the bed is YOU. Your mother says you have to see the King of Aliahan today. Follow her and she will show you the path leading to the castle of Aliahan.

Go to See the King

Go straight ahead and enter the castle. Take the stairs in front of you to get to the second floor. Approach the King and listen to what he has to say. "Thy enemy shall be the Archfiend Baromon," says the King. Trusting you to succeed, he will give you 50 pieces of Gold.



The King has been waiting for you.

Recruit Your Allies

The King and his counselor say traveling alone will be too dangerous. You need to organize an expedition party.

At Luisa's Place, the eatery located in the northwest corner of the castle town of Alhambra, you can recruit up to three allies to help you in your quest. Walk up to the counter in the back, face Luisa (the woman behind the counter) and press the A Button. The Command Window will come up. Select TALK and press the A Button to talk to her (picture 5). When asked what you want, select ADD MEMBER. She will record the current conditions in the Imperial Scrolls of Honor and show the list of available characters. A customer in the eatery recommends you recruit a Soldier, a Pilgrim, and a Wizard.



Initially three ready-made characters are available, but you can register characters of your own creation. To do so, go upstairs to the Adventurer's Hall of Registration. You can register up to 11 characters. You will probably enjoy your quest even more with your favorite allies.

Registering Characters of Your Own Creation

If you want to register characters of your own creation, go to the counter on the second floor of the eatery and select TALK. When the window to register a name appears, enter a name. After selecting the class and sex of the character, press the A Button to see his/her pertinent information. If you like what you see, answer YES. Otherwise answer NO. Repeat the process for additional characters. After you are done, go downstairs to Luisa. Your newly registered characters should appear on the list and you can add them to your party.

CLASS DESCRIPTION

Hero



The hero of Dragon Warrior III, you, can use weapons and armor well to fight enemies fearfully. You do have the ability to cast spells. Some of the spells which you learn will be exclusive to you.

Fighter



A master of martial arts, the Fighter possesses a lean, strong body and overhurl *AGILITY*. As the level increases, his/her chance of delivering a "stunning hit" grows. Doing a master of martial arts, he/she can best fight hand-to-hand. When equipped with ordinary weapons, his/her Attack Power may decrease.

Soldier



A fighting professional, the Soldier can be equipped with most weapons and armor, and since his/her growth rate is high, he/she will become quite powerful quickly. He/she is not too agile, though, and cannot cast any spells.

Merchant



A Merchant is skillful at finding the most Gold pieces. He/she also possesses the exclusive ability to appraise items. To use his/her appraisal ability, first select ITEM, then the item name, the item to be appraised, and finally APPRAISE.

Pilgrim



With the ability to cast magical healing and indirect attack spells, a Pilgrim can back your party up greatly in battles. He/she also has relatively good *STRENGTH* and can be equipped with many weapons and armor. At higher levels, he/she will learn powerful attack spells too.

Goof-off



Without exaggeration, a useless living being, he takes along in your quest. The only redeeming quality, if any, is that he/she is irresponsible and unpredictable actions and remarks may make you laugh. As Goof-off's level increases, his/her weaknesses will become more and more apparent. His/her *LUCK* is nonexistent, however.

Wizard



A specialist of attack spells. Even at lower levels, the Wizard can use very effective attack spells. However, he/she lacks *STRENGTH* and his/her Attack Power and Defense Points are low compared to those of characters in the other classes. The Wizard can be equipped with a limited number of weapons and armor.

Sage



A super character, the Sage can learn all the spells of a Pilgrim and a Wizard. He/she cannot only fight well, but can be equipped with many weapons and armor. His character can start as a Sage, however. The only way to become a Sage is to gain enough Experience Points and have a necessary class change.

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Talk to Everyone

People in the castle and the town may provide valuable information. You speak with someone by facing them, selecting TALK in the Command Window and pressing the A Button. TALK to everyone in the castle town and in the castle of Aliahon. Can you find out what your immediate task is? Is has something to do with locked doors. . .

Embark on Your Quest

Outside lurk many enemies. Fighting and defeating them in battles is the way you gain Gold pieces and Experience Points. When a character's HP (Hit Points) fall to zero, he/she dies. To restore HP, stay at an inn. Both HP and MP (Magic Power) of your characters will be restored to the maximum levels.

STORES AND OTHER FACILITIES

You will find item stores, weapon stores, House of Healings, and inns in many towns, villages, and some unexpected places. Be sure to check every item store and weapon store to see available merchandise.



Item Stores

They sell Medical Herbs and other items. You may also sell unneeded belongings here. When two or more of you enter a store, you will be asked to designate who is buying or selling the items. The total number of your Gold pieces will be displayed at the upper right section of the screen.



Weapon Stores

They sell different kinds of weapons and armor. TALK to the owner across the counter. He will show you what is for sale. Select what you want to buy. If you do not see anything you want, press the B Button to cancel.



Inns

By staying at an inn you and your allies can regain the maximum HP and MP. The cost of staying, quoted by the innkeeper, covers your entire party. Inns are open 24 hours a day to accommodate you at any time.

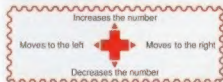


House of Healings

House of Healings perform services for members in your party who have been poisoned, cursed, or deceased. The services available are DETOXICATE, UNCURSE, and REVIVE. You must pay the proper fee for each service.

Vault (Located only in Aliahon)

The vault is located near the entrance to Luisa's Place. You can leave a minimum of 1000 pieces of Gold and belongings there for safekeeping. Use the ♦Control Pad to set the amount. You can store your Gold there for free, but to store your belongings will cost you. . .



ENDING A SESSION PROPERLY

Your quest in Dragon Warrior III will be a long and hard one. You, along with your characters, must rest occasionally. When you wish to take a rest, be sure to save the game by seeing one of the Kings and/or other characters who have access to the Imperial Scrolls of Honor. Even if you are continuing your quest, we recommend you save the game periodically so you have the option of going back to the last saved point.

How to Save



Stand next to the King. Select TALK. The King will tell you how many Experience Points each of you needs to go to the next level. Have your progress recorded in the Imperial Scrolls of Honor. When asked if you wish to continue your journey, answer NO to end the session.

IMPORTANT: How to Turn off the POWER Properly

After the King's message is displayed, the screen changes to the Ending Instruction. Following the instruction, turn the POWER off while holding in the RESET Button on your NES. If you don't hold in the RESET Button while turning off the POWER, you may damage your valuable saved information and will not be able to continue from the point you saved! To continue at a later time, select CONTINUE A QUEST in the Option Screen, then your Adventure Log.



THE TWO WINDOWS

The two windows you see often, besides the Text Window are the Command Window and the Status Window (see picture 6).

The Command Window — Displays available commands. To learn how to use these commands, see the section entitled COMMANDS IN THE WALKABOUT MODE.

The Status Window — Displays information about you and your allies. H and M stand for Hit Points and Magic Power, respectively. The numbers in the bottom row show the characters' Levels. Beside each Level number is the class of the character.



Picture 6

Pay Attention to the Color of Windows



White: The normal color.

Green: Someone is seriously injured.

Orange: Someone is deceased.

Blue: It is night.

What Are DE, PO, NM, SL, and CF?

When one of these appears where the Level number is usually displayed, it means the character is not in a normal state due to enemies' spells, poison, or other factors.

DE The character is deceased.

Suggested Remedy: Take him/her to any House of Healing and ask for the service, REVIVE. If any of your party knows a spell to revive a deceased character, use it.

PO The character is poisoned.

Suggested Remedy: Unless treated the character will remain poisoned, and for each step taken he/she will lose Hit Points. Use Anadote Herb on the character. Your allies may learn a spell with an antidotal effect.

NM The character's entire body is numb and immobile.

Suggested Remedy: The effect goes away very gradually but to end the numbness quickly, use Full Moon Herb on the character. Your allies may learn a spell which expels numbness.

SL The character is put to sleep.

Suggested Remedy: Defeat the enemies in the current battle completely or break away successfully. Your allies may learn a special spell which wakes up the affected character.

CF The character is confused and disoriented.

Suggested Remedy: Defeat the enemies in the current battle completely or break away successfully.

COMMANDS IN THE WALKABOUT MODE

Bring Up the Command Window

By pressing the A Button while you are in the walkabout mode, you can bring up the Command Window.

Select and Enter Commands

Select commands by using the \blacklozenge Control Pad and enter these commands by pressing the A Button.

Close the Command Window

To close the Command Window, press the B Button.

TALK

Use this command to talk with the people you will meet. (You should speak with everyone to gather necessary information.) To talk with someone, you must be standing next to the person. Turn to the person and press the A Button (see picture 7).



Picture 7



At a store or an inn, you can speak across the counter.



By speaking through bars, you can talk with a person in jail.

STATUS

Let's you do three things: see the current INFO (for more about this, see page 13) of each character, see the current CONDITION of each character, and change the FORMATION (a line-up order of your party).

SEARCH

Let's you search the ground where you are standing. Also lets you retrieve the contents of a treasure chest. If you find a treasure chest, place your character over the treasure chest and select SEARCH. Each character can carry up to eight items only. If your character is already carrying eight items, the treasure will be given to the next character in the formation. If all of the characters are carrying eight items, you have two choices: DISCARD an item and take the treasure or give up the treasure.

WARNING: Once given up, the treasure will not be retrievable from the same treasure chest.

SPELL

Use this command to chant magic spells. You and Pilgrim, Wizards, and Sages will learn many magic spells. (See the list of magic spells on the Dragon Warrior III Map Poster for details.)

ITEM

This command allows you to see the items each character is carrying. To USE, TRANSFER, or DISCARD a certain item, specify the name of the character holding the item, select the item and what you wish to do with it. (For Merchants only, APPRAISE is also available.)



To open a door, you must turn toward it and USE a key. (Not all doors open with the same key.)

EQUIP

During your journey you will acquire various kinds of equipment including weapons, armor, and shields. You must use EQUIP in order to make these items useful to you. Specify the character. The windows for Weapon, Armor, Shield, and Helmet will be displayed in this order. Select one in each category. Note some characters cannot be equipped with certain items. (See the list of items on the reverse side of the Dragon Warrior III Map Poster.) When an item is equipped, the E mark will appear beside it.

Note: If there are more selections than can be displayed in one window, you will see the \blacklozenge mark near the upper left corner of the window. Move \blacktriangleright to \blacklozenge and keep pressing the A Button until you reach the window you want.

Know Your Characters

Entering the following Command Sequence will display the information about a character:

STATUS



(Name)

INFO



CHARACTER ATTRIBUTES (INFO)

LEVEL

The level of the character. By defeating enemies, some Experience Points will be gained and the character's level increases. As the level increases, the character's maximum HP and MP increase, and depending on the class of the character, he/she will learn different magic spells.

HP (Hit Points)

The character's Hit Points decrease when enemies inflict damage. Walking while poisoned or through damage inflicting terrain, such as barrier and poisonous swamp, will also decrease Hit Points. The character is defeated when his/her Hit Points fall to zero.

MP (Magic Power)

This is the power to chant spells. Each time a spell is chanted, MP decreases.

G (Gold)

The total number of Gold pieces you and your allies possess.

STRENGTH

This is the character's power. More STRENGTH means more Attack Power.

AGILITY

This is the quickness of the character. It affects the order of action taken in battles.

VITALITY

This is the character's capacity to grow. This affects the way MAX HP increase.

IQ

This affects the way MAX MP increase and how fast the character learns new magic spells.

LUCK

This determines how lucky the character gets when faced with danger. The character with higher LUCK has a better chance of RUNNING away from and evading enemies' magic spells.

MAX HP (Maximum Hit Points)

The highest number of Hit Points attainable by the character at his/her current level. By staying at an inn, all characters will regain their Maximum Hit Points.

MAX MP (Maximum Magic Power)

Like MAX HP, the maximum magic power will be regained by staying at an inn.

ATTACK POWER

This indicates how much damage the character can inflict upon enemies with each attack. This figure is equal to the sum of the character's STRENGTH and equipped weapon's attack power.

DEFENSE POWER

This indicates how well the character can minimize the damage inflicted by enemies. This figure is equal to the sum of a half of the character's AGILITY and the total defense power of equipped armor, shield, and helmet.

Experience Points (EXP)

As a character defeats enemies, a certain number of Experience Points will be gained. When a character accumulates enough Experience Points, he/she will be promoted to the next level. The number gained depends on two factors: how strong the defeated enemies are and how easy of you it took to defeat them. For example, if a single character encounters enemies and defeats them, he/she will gain a greater number of Experience Points than he/she would with the aid of allies.

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EXAMPLE: TRANSFER AND EQUIP

Suppose you purchased a Magic Knife and would like to give the Copper Sword to the Soldier. You can do this in the following manner:

TRANSFER the Copper Sword to the Soldier

Select ITEM in the Command Window and press the A Button. The window containing names will appear. Select your name and press the A Button. You can now select the item you wish to TRANSFER (picture 8). Select Copper Sword in the list and press the A Button.



Picture 8



Picture 9

When the window with the commands USE, TRANSFER, and DISCARD appears, select TRANSFER and press the A Button. The window with member names will appear. Select the Soldier's name (picture 9) and press the A Button. The Soldier now has the Copper Sword.

EQUIP the Soldier with the Copper Sword

Select EQUIP in the Command Window and press the A Button. When names are displayed, select the Soldier's name (picture 10). Move the \blacktriangle to Copper Sword with the \blacklozenge Control Pad and press the A Button (picture 11). Note: E mark is now beside Copper Sword. The E mark points to the item that is currently equipped. Now the Soldier is armed with the Copper Sword. You can cycle forward through all equipment windows by pressing the A Button and backward by pressing the B Button.



Picture 10



Picture 11

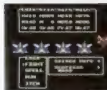
COMMANDS IN THE FIGHTING MODE

To reach higher levels, you and your allies must fight many different enemies and gain Experience Points by defeating them. When you come across an enemy or a band of enemies, you will automatically enter the Fighting Mode.



Picture 12

As soon as you enter the mode, the number and kinds of enemies are shown and the Fighting Command Window appears. Decide what you and your allies should do and specify appropriate actions using the following commands.



Picture 13

FIGHT

This command will let you attack your enemies with the equipped weapon (bare-handed when not equipped with anything). Specify which enemy or group of enemies you intend to attack.

RUN

Select this command and you and your allies will try to RUN away from the enemies. Watch HP (Hit Points) in the Status Window and if you feel Hit Points are dangerously low, try to RUN away. Keep in mind, though, enemies may block your path so that you won't be able to escape.

PARRY

To keep fighting when Hit Points are low may hasten the character's complete defeat. Using PARRY, you can let the character concentrate on defense so the amount of damage inflicted by the enemies can be reduced by about one half.

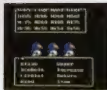
SPELL

Select this command and press the A Button. The list of magic spells available to the character will appear. Select which spell to cast with the \blacklozenge Control Pad and press the A Button.

If the character can use more magic spells than can be displayed in one window, you will see the \blacklozenge mark near the upper left corner of the window. Move \blacktriangle to \blacklozenge and press the A Button (picture 12). The next window will be displayed. Keep repeating until you reach the window you want.

If the magic spell to be cast is of the attack type, specify which group of enemies to attack (picture 13).

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If the magic spell is of the defensive type, specify which member of your party should be affected. To do so, move ► to ◆ and press the A Button first to display the members of your party and then select the name.

Note: Some spells do not require you to designate intended targets.

ITEM

One example of this command is the use of a Medical Herb to restore Hit Points during a battle. Another example is to cast the spell effect of certain weapons and items. For instance, Thor's Sword has an effect identical to the Firevolt spell when USED during a battle. Like the SPELL command, you may need to specify who these items will be used on. During a battle, you may not transfer or throw away items; however, you may change the weapon you fight with.

If you have entered a command which you wish to change, push the B Button. Each time you press the B Button, the previous window will appear.

When all actions to be taken are specified, a round of a battle begins. The order of execution of the actions by participants in a battle depends on their Agility. The battle ends when one side is completely defeated. If a round of a battle ends without one side completely defeated, the Fighting Command Window will appear so that you may specify your choices of actions for the next round.

Note: If there are more selections than can be displayed in one window, you will see the ◆ mark near the upper left corner of the window. Move ► to ◆ and keep pressing the A Button until you reach the window you want.



DAY AND NIGHT

In Dragon Warrior III, the passage of time has a profound effect. For example, you may find certain people only during the day and others only during the night. What people say might change depending upon when you talk to them, too. It is recommended that you visit the same place during the day as well as during the night.

Five Levels of Screen Brightness



Only while moving in the field, will time pass. When you are in safe places such as castles and towns or while you are standing in field, time will not pass.

How Day and Night Differ

You Can't Visit a King

At most castles, guards will stop you from entering if you visit at night.



Most Stores Close at Night

Most stores close at night; however, some stores are open at night, and you may find special items at these stores. Inns and House of Healings are open 24 hours a day.



Enemies Are More Active at Night

The chance of encountering enemies increases at night. Also enemies' party formations are more complicated at night and some enemies appear only after dark.

Four Ways to Reverse Day and Night

Stay at an Inn

Stay at any inn and when you wake up, it will always be morning.

Chant Return

After you use the magic spell, Return, it will be morning.

Use Lamp of Darkness

If you possess the Lamp of Darkness, use it. When you light the lamp, you can turn day into night.

Chant Day-Night

Chanting this magic spell will turn day into night and night into day.

MORE ABOUT FIGHTING

1 Watch Out for Enemies' Special Attack

Some enemies have the special ability to inflict damage on you in addition to their ordinary attack habits. Their Special Attack capabilities are listed below. The magic spell, StopSpell, cannot block these Special Attacks.

Special Attack	Target	Effect
Pinot	One member	Each step after the battle, lose HP.
Numb	One member	Remains numb throughout the battle.
Sleep	One member	Put to sleep during the battle.
Toss	All members	Each step after the battle, lose HP.
Plunder	All members	Reserves 1/10 damage points.
Blizzard	All members	Remains numb throughout the battle.
Sweet	All members	Put to sleep during the battle.
Scorching	All members	Remains numb throughout the battle.
Multiple Attack		One reserves 2 attacks; 2 members receive 1 attack each.
Cursed Dance	One member	Loses some MP.
Help A		The same kind of enemy may appear.
Help B		A different kind of enemy may appear.

2 Divide the Task

During the fight, divide the task of defeating the enemies. While the Hero, the Soldier, and the Fighter are attacking the enemies, the Pilgrim should concentrate on blocking them up with healing and defensive magic spells. For example, to heal the ally with low HP, use Heal. Heal again. Heal all etc. cause a group of enemies to flee with Flee! and increase ally's Agility with SpeedUp. The Wizard who can use attack spells, which work on a group of enemies or all enemies, should specialize in attacking a group of enemies. The Soldier and the Fighter, who cannot use spells, should be assigned to attack an individual enemy.

3 Protect the Weak or Injured Ally

After each battle, check to see who is injured most. If no remedy is available, move the weakest or most injured fighter away from the main group. If a weak member is in front, the enemy's damage will be the worst. In such a battle,



4 Know the Agility of Your Allies and Enemies

A. Bad Example 1: Misjudging Enemies' Agility



In each round, the order of turn taken by participants depends on their Agility. You must assess the Agility of each participant. For example, even if you intend to use a Medical Herb on an injured ally, the quicker enemy may attack the ally, defeating him, before the Medical Herb is administered.

B. Bad Example 2: Misjudging Your Allies' Agility



Likewise, not assessing the Agility of your allies can result in inefficient maneuvers. For example, you intend to use the Defense spell to lower enemies' defense power. But the member with higher agility than the one who is to cast the spell may attack the enemies without benefiting from the spell's effect.

5 Surround, Sleep, and StopSpell: The Three Basic Spells

Be an expert in using not only direct attack spells but also these three indirect attack spells. These can be learned near the beginning of the game, and could be used quite effectively. At the start of a battle, use these spells to deceive Surround enemies, put them to sleep, and block their spells StopSpell.



The First Things to Do

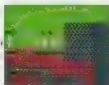
As your mother tells you, go see the King of Aliahon. "The enemy shall be the Archfiend Baramos," says the King. After receiving 99 pieces of Gold from the King, an old Priestess, the King's counselor advises. At Lusia's Place, recruit Aliaes. Several ready-made characters are available at Lusia's Place, but you can register characters of your own creation at the Adventurer's Hall of Registration. The recommended characters to recruit are a Soldier, a Pilgrim, and a Wizard. If you have difficulty doing any of the above, refer to Section I. The procedures are explained in more detail.

Buy Medical Herbs, Antidote Herbs, and a Wing of Wyvern

Before leaving the town to embark on your quest, buy some Medical Herbs, Antidote Herbs, and at least one Wing of Wyvern at the item store. Use Medical Herbs to restore some HP. Antidote Herbs neutralize poison, and the Wing of Wyvern to quickly return to Aliahon.

Talk to Everyone

TALK to everyone in the town and in the castle. Even TALK to the prisoners kept in cells located in the basement of the castle.



When you first enter the town of Aliahon, you will see this screen.



When you first enter the town of Aliahon, you will see this screen.

You should be able to gather all the necessary information to let you proceed smoothly in the game by TALKing to everyone (including ninnies you encounter). Be sure to come back and open the locked doors as soon as you get proper keys. You will be able to gain more information and/or items.

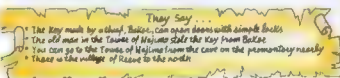


When you first enter the town of Aliahon, you will see this screen.

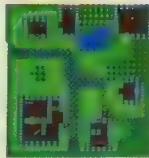
Fight Enemies and Build Up Levels

Enemies and other enemies you don't want are out there. Carefully watch the HP of each member of your party. Use Medical Herbs to restore HP. Go back to Aliahon and stay at the inn or your home to restore the maximum HP and MP.

Around the town of Aliahon, you will encounter only weak enemies like Snimes and Black Ravens. Fight them and build up your levels to around 3 before you start exploring areas far from the castle town of Aliahon.



The rumors in the town of Aliahon are as follows. The rumors are not always true.



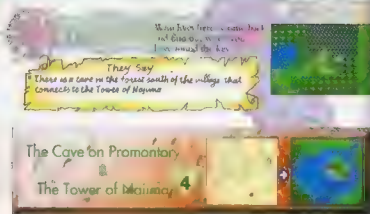
Weapon Store

Weapon	Price
Magic Staff	50 + 14
Explosive Staff	65 + 18
Chain Staff	55 + 14
Training Staff	50 + 14
Leather Armor	150 + 12
Leather Shield	80 + 14
Leather Helmet	80 + 12

Item Store

Item	Price
Medical Herb	10 + 10
Antidote Herb	10 + 10
Wing of Wyvern	25 + 14

Before going to the Tower of Naima, you may want to visit this village. Some of the enemies around the village should give you a good challenge before you will be ready for the Tower of Naima.



and some treasure, you'll explore the Tower of Najma. You'll find a key that opens the door to the tower. The key is in a chest that should open all doors with a simple key.

Two Ways to Enter the Tower of Najma

You can enter the Tower of Najma either through the cave on the promontory near the castle tower of Alakia or through the cave in the forest south of the village of Revice.

Use the Inn

Strange as it may seem, there is a inn in the tower. Use the inn's office as necessary to restore your HP and MP. You can get a lot of gold and a lot of treasure on the second floor.



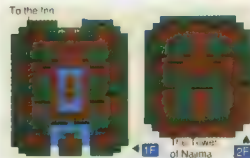
Get Treasures

When you see a treasure chest, walk over to it and press the Command Screen by pressing the A Button. Select the treasure and press the A Button. You will open the treasure chest and take whatever is inside.



Use the Wing of Wyvern

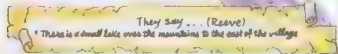
When you see a treasure chest, walk over to it and press the Command Screen by pressing the A Button. Select the treasure and press the A Button. You will open the treasure chest and take whatever is inside. Use the Wing of Wyvern to return to the castle tower of Alakia. If you don't have the Wing of Wyvern, walk over to the castle tower of Alakia and walk over to the castle tower of Alakia.



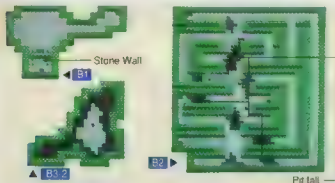
Use the Key

Use the key to open the Treasure Chests in the castle of Alakia and the village of Revice. The key is in a chest that should open all doors with a simple key. You will get more information and a very important item. You will need to possess it to get the key.

Nintendo ENTERTAINMENT SYSTEM



If you have a Magic Ball and the levels of you and your allies are around 8, go east of the village of Reave and over the mountains. Don't forget to take with you a lot of Medical Herbs and Amdoule Herbs. Quite strong enemies are lurking there! It's a good idea to keep at least one Wing of Wyvern so you can retreat quickly.

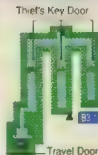


Break the Seal of the Travel Door

The cave leading to the Travel Door is sealed with a set of stone walls. USE the Magic Ball in front of it. Watch the seal break and proceed.

Find the Travel Door and Step on it!

The Travel Door you heard about in Alabaster is in the cave. It looks like a little pond. If you find it, walk over it and stand still. This screen image will start wiggling and black out eventually. Don't panic. There's nothing wrong with your NES Control Disk or the Game Pak. You are not being transported to another Travel Door. When the transport is complete, the image will return back and settle down. Now, continue at the Travel Door near the end of Romaly. Upon exiting the chamber, you should head north.



Weapon Store	
Long Sword	5000
Short Sword	2000
Brass Shield	1000
Leather Armor	3000
Steel Armor	5000
Iron Shield	3000
Item Store	
Long Arrow	500
Short Arrow	200
Medical Herb	100
Amdoule Herb	200
Potion	500
Full Moon Herb	3000

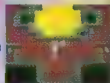
Talk to the King

TALK to the King of Romaly. He will record save your progress in the Imperial Records of Honor and ask you a favor.

Nintendo ENTERTAINMENT SYSTEM

Try Your Luck at the Fight Ring

*Gamblers at the Fight Ring bet on a contest between two fighters. Unless you can try your luck here, you can't get the best of you. You have more important things to do!

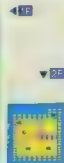
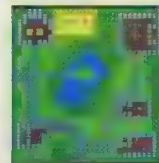
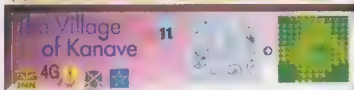
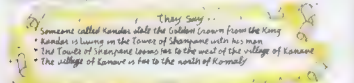


Fight Ring

Fight Ring

Do You Need the Service of Revive?

Playing the part of the God of Death, you have to save a tough, tough, tough, and a little bit of a Hades, in Revive. It is located in the west of the village of Kanave, near the river.



Weapon Store

Weapon	Price	Item
Short Sword	100	100
Long Sword	200	200
Shield	100	100
Long Staff	100	100
Long Staff	100	100
Long Staff	100	100
Long Staff	100	100
Long Staff	100	100

Item Store

Item	Price	Item
Short Sword	100	100
Long Sword	200	200
Shield	100	100
Long Staff	100	100
Long Staff	100	100
Long Staff	100	100
Long Staff	100	100
Long Staff	100	100

You are probably too weak to face Kanave in the Tower of Shampine. You'll better wait until his presence is over the village. Go to the eastern located in the north-west corner of the village. LATER to the eastern is there.

Where Is the Poison Needle?

The old man by the pond in the village says the poison store, stuck the Poison Needle. In the store, under the sign of the poison, is a store. The store is hidden in the store. Why don't you try something into his place when he is asleep.



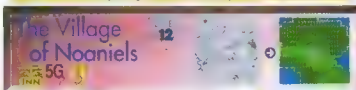
Poison Needle

Use the Vault Often

There is a vault in the south town of Althair. You can save Gold pieces and increase your gold pieces.

Each person of your party can carry up to 1000 gold pieces. It is important to carry only the most important items. You can save your gold pieces in the vault. You can use the vault to save your gold pieces. You can use the vault to save your gold pieces. You can use the vault to save your gold pieces.

It is wise to deposit most of your Gold pieces in the vault. If your party is destroyed, the person who saved your gold pieces in the vault will restore you. But if you don't use the vault, your gold pieces will be lost. If you use the vault, your gold pieces will be safe. If you use the vault, your gold pieces will be safe. If you use the vault, your gold pieces will be safe.



Expensive items are only in the village. You can use the vault to save your gold pieces. You can use the vault to save your gold pieces. You can use the vault to save your gold pieces.

Item Store

Item	Price	Item
Short Sword	100	100
Long Sword	200	200
Shield	100	100
Long Staff	100	100
Long Staff	100	100
Long Staff	100	100
Long Staff	100	100
Long Staff	100	100

Nintendo ENTERTAINMENT SYSTEM

Every night in the Kanaze village every "spoke" of this place, everyone seems to be asleep... excepts would stand on the rooftop edge of the building located in the southern part of the village.

Use Indirect Attack Spells

Enemies around Kanaze and Noanais are considerably tougher than the ones you find around Alfarim. Rather than attacking head-on, try using the Pilgrim use some of the indirect attack spells such as Sleep, Spiteful, and Sap.

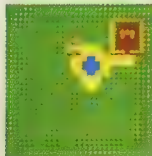
Beware of Avenger Ravens

They are more dangerous than they look because they attack twice in each turn. The only confirmed survival technique involves at this stage of being in a safe always munter high HP levels.



They Say

- The hidden village of elves is in the west forest
- The spell on the village will be broken if the Dream Ruby is returned to the elves

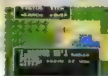


Item Store

Item	Price	Value
Magic Ring	1000	35
Wardrobe	1000	NA
Assassin's Hat	1000	NA
Assassin's Boots	1000	NA
Assassin's Gloves	1000	NA
Assassin's Socks	1000	NA
Assassin's Shoes	1000	NA
Assassin's Pants	1000	NA
Assassin's Shirt	1000	NA
Assassin's Tunic	1000	NA
Assassin's Cape	1000	NA
Assassin's Belt	1000	NA
Assassin's Bag	1000	NA
Assassin's Sword	1000	NA
Assassin's Staff	1000	NA
Assassin's Wand	1000	NA
Assassin's Mace	1000	NA
Assassin's Hammer	1000	NA
Assassin's Pickaxe	1000	NA
Assassin's Shovel	1000	NA
Assassin's Hoe	1000	NA
Assassin's Pitchfork	1000	NA
Assassin's Fork	1000	NA
Assassin's Knife	1000	NA
Assassin's Dagger	1000	NA
Assassin's Sword	1000	NA
Assassin's Staff	1000	NA
Assassin's Wand	1000	NA
Assassin's Mace	1000	NA
Assassin's Hammer	1000	NA
Assassin's Pickaxe	1000	NA
Assassin's Shovel	1000	NA
Assassin's Hoe	1000	NA
Assassin's Pitchfork	1000	NA
Assassin's Fork	1000	NA
Assassin's Knife	1000	NA
Assassin's Dagger	1000	NA



An enemy that can use the Dream Ruby to cause a lot of trouble.

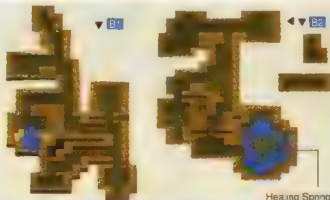


There is a secret story in the village, but having enemies is the same as not wanting your business. They may have some valuable items. Check if you can get some of them. Some other things might be there.

They Say

- An elf girl Anne loved a human male
- She took the Dream Ruby and went to him never to return

The Cave West of Noanais



Healing Spring

Use the Healing Spring Inside

The Healing Spring is located on the second basement level. Walk to the center of the Spring. The HP and the MP will be restored to their maximum. Use the spring as many times as necessary.



Your enemies can use some items such as the Thief's Key, the key to the secret of the TRAPPER, and the key to the secret of the TRAPPER. Use the key to the secret of the TRAPPER to disrupt the process and the secret of the TRAPPER to the top.



Watch Out for Deadly Toadstools

They are especially dangerous because they can put you to sleep before you can retreat. Once you're asleep, you need to hope you wake up before they completely defeat you. So try to defeat them quickly. The Iceball spell seems to work.



Retreat Quickly

The enemies in this cave are strong. If this situation occurs, you should try to retreat. By now, the Wizard should have learned the Cloud spell, and the Hero the Return Spell. Retreat quickly and, using the Cloud spell, get out of the cave and Retreat to return to the previous cave or to a spell.

Take the Dream Ruby to Anne's Mother

As soon as you find the Dream Ruby in the cave, take it to Anne's mother in the Hidden Village of Elves. She will give you the Wake Up Powder, a granular "Aster" powder in the village of Newack. People will start waking up. Talk to the people. Some should tell you where to next.

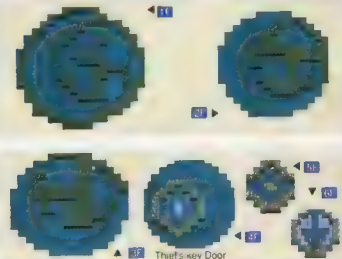
- They Say*
- The Spider's Web will slow monsters down.
 - Long ago, there was a rumor about the Magic Key in Arisacum.
 - The town of Arisacum is to the east of Remedy.



You can USE the following weapons during a battle to possibly inflict the same damage as the corresponding spell without consuming any MP.

WEAPON	ISABE CLASS	CAUSE SPOILING, HIT	TARGET
Wizard's Wand	All	Blaze	One Enemy
Saffron Mallet	All	Explosion	The Wizard's Men
Staff of Judgment	Pr. Sq	Thunder	One Group of Enemies
Sword of Wisdom	Warrior	Thunder	One Enemy
Croch's Sword	Hi. Sr. Sq	Defence	One Group of Enemies
Snowbird's Sword	Hi. Sr	Snowbird	One Group of Enemies
Lightning Sword	Hi. Sr	Blaze	All Enemies
Thor's Sword	Hi. Sr	Blaze	One Group of Enemies

The Tower of Shanpane



Jump from the 6th Floor

After the three cards in the tower, you found Kandar on the 6th floor. But when you got into his cage, they escaped. Returning to the 6th floor, you find no sign of them and the treasures have disappeared as well. Where have they gone? The open wall to the north suggests they

Give Kandar and His Men a Lesson

They are many times stronger than the enemies you have encountered. Before confronting them, be sure to restore the maximum HP of every member in your party. The recommended approach is to defeat each of Kandar's men first while putting Kandar to sleep with the Sleep spell. The Iceball spell seems to work. You may be able to defeat Kandar's men in three rounds or so. After they are done, the four of you can give Kandar a good workout. It is not as deep though his attack can be devastating.

Nintendo ENTERTAINMENT SYSTEM

Take the Treasure

If you succeed in defeating Kander and his men, they will leave you a treasure. The treasure you will find at Item Granted by the King of Romaly. Take it to the King.

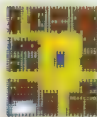
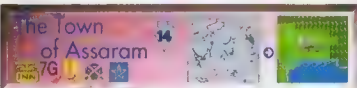
Become the New King of Romaly

The King of Romaly is overjoyed with the return of the Golden Crown. He is willing to give his position. The king doesn't take "NO" for an answer. You can proudly say to your friends you finished Dragon Warrior III and you're becoming the King of Romaly and living happily ever after.



If You Want to Continue Your Quest...

If you don't want to risk going to the castle at night but would like to continue your quest, first find the former King and make your request. But where is he? He lives in the east tower of Assaram. You have a good time by having a good time going to the Fight Room.



Weapon Store A

Item	Price
Chain Armor	1500
Iron Hammer	1000
Blade of Steel	1000
Iron Shield	1000
Iron Arrow	1000
Dragon's Claw	1000

Weapon Store C

Item	Price
Blade of Steel	1000
Iron Hammer	1000
Chain Armor	1500
Iron Arrow	1000
Dragon's Claw	1000

Weapon Store B

Item	Price
Chain Armor	1500
Iron Hammer	1000
Blade of Steel	1000
Iron Shield	1000
Iron Arrow	1000
Dragon's Claw	1000

Item Store A

Item	Price
Chain Armor	1500
Iron Hammer	1000
Blade of Steel	1000
Iron Shield	1000
Iron Arrow	1000
Dragon's Claw	1000

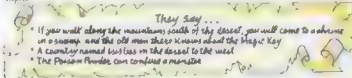
An old man in the village of Noimich revealed he has heard a rumor about the Magic Key in Assaram. Talk to everyone in the town of Assaram to learn more about the key.

Negotiate the Price

The weapon store in the northwest section of the town is of dubious nature. It may have some wares you really want, but don't agree on the first price the owner offers. Even after negotiating, the price he settles on may be a little high.

Visit This Town During the Day and the Night

This town has two faces: one for the day and the other for the night. There is at least one store which is only open at night. You may also see other people at night.



Weapon Store

Item	Price
Blade of Steel	1000
Iron Hammer	1000
Chain Armor	1500
Iron Shield	1000
Iron Arrow	1000
Dragon's Claw	1000

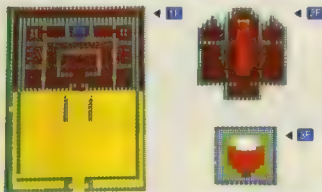
Weapon Store

Item	Price
Chain Armor	1500
Iron Hammer	1000
Blade of Steel	1000
Iron Shield	1000
Iron Arrow	1000
Dragon's Claw	1000

Following the motivation you obtained in the town of Assarah, you traveled south in the desert along the mountains and found a small shrine in a swamp. The old man inside said the Magic Key lay in the Pyramid in the northern desert. He also said that it was the wish of his first wife, Bahare, something you tried there.

Look for the Meteorite Armband in the Castle

There is a man in the town who says wearing the Meteorite Armband makes him stronger. It is a rare item, one of the weapons store is said to be well revealed in the Meteorite Armband is in the castle. There is a path by the staff of the castle. Try to reach the castle from the west side of the gate. It can find the Meteorite Armband select it from the treasure through the ITEM menu and use it to put it on. The woman's ability is also clarified. Anytime you wear it, you probably having the Program wear it will transfer your party into a strong treasure will be able to withstand an attack, and make your spells easier to be cast.



They Say...

- In the north desert, there is a royal grave called Pyramid.
- In the Pyramid there is a place where spells won't work.
- There is a secret to the Pyramid in the songs the children sing.



It's a secret to the children.

The Pyramid

16

You heard the Magic Key was hidden in the Pyramid. Doesn't the sealed stone wall on the third floor look suspicious? Sorry, the Magic Tuff doesn't work on this one. There must be a way to open it.

Spells Don't Work in Some Sections

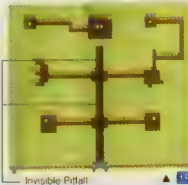
As someone goes around, there are sections in the Pyramid where spells don't work. The same goes for recovery, and the number of herbs.

Make Many Trips

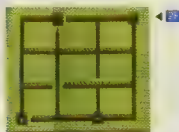
Besides the Magic Key, the Pyramid contains many more treasures. But be prepared for strong monsters hiding in some treasure chests. Don't expect easy retrieval of the treasures in one trip.

Open the Sealed Wall

Remember the song the children in the castle of Ice were singing. It contained a clue to the mechanism of opening the sealed wall.



Invisible Pitfall

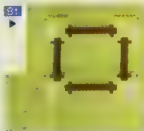


Button



What Is the Golden Claw?

There's a second basement under the Paramount STARLINE, the entire floor of the first basement. You should find a hidden stairway. STARLINE seemed to look for the second basement. There you will find the Golden Casket. Take it and you will not be charged any more in your lifetime of electricity, telephone, and gas. Plus if you want to avoid any cycle-punks. What You don't want it? Then will stay in this store. You will be richer by 1,250 Car Spaces. However, it is actually hidden in the back of any store, along with the Golden Casket.

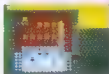


Go Back to the Castle of Isis

There are a few Magic Key Doors in the castle of Ixys. Go there and open all of them. The guards won't let you in. Try sneaking in at night when they've left their post. If you succeed in seeing the Queen in her chamber, she will give you a new sword, which will enable you to restore some MP.

Gather More Information in Assaram

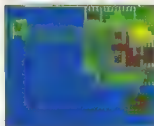
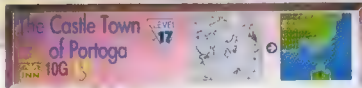
Visit Avastin again, perhaps at night, to gather more information. Consult the leader of the dance group in the backstage of the theater. Try opening all the doors, as well as the Magic Key and TALK to the people behind the door.



See the [book](#) [here](#) for more information.

They say... (Assalam)

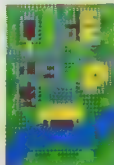
- In the craggy mountains, there is a cave that connects to the eastern lands.
- There is a secret passage to the east, but Mount the Dwarf won't reveal the passage.
- World's famous, the King of Postage, may be able to help.



Go to see the King of this port town and
I'll talk to him. He will reveal to you his wish
a. wants to taste black pepper. He will give
you a Ruby Scroll. Take it to Norio for I want

They Say...

- * There is a drive to change occupations in the east
- * If you bring the King some black pepper, he will give you a shop



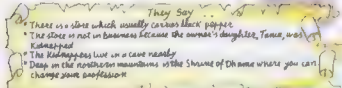
Item Store

Herb	Part	Time	Temp
Moonwort	Root	8	N/A
Amorcan	Root	8	N/A
Fairy Warts	Root	8	N/A
Amorcan	Root	8	N/A
Fall Moon Herb	Root	8	N/A
Seedling Warts	Root	8	N/A

After receiving the Royal Scroll from the King of Portugal, go into the cave near the town of Asarath. This cave connects to the eastern land.

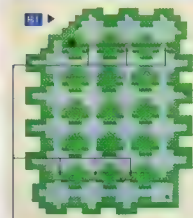
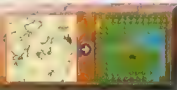
Head Norud the Dwarf the Royal Scroll

Inside the cave, you find Norud the Dwarf. He is now friendly. Give him the Royal Scroll and he will return the King's Royal Scroll and the Royal Scroll. A knowledge of the King's request, it will make a link in the cave to the secret passage. Proceed through the passage, and you will come up in the eastern lands.



The Cave East of Baharata

19



That's Key Door



Magic Key Door Button

Use the X-Ray Spell

The Wizard in your party has probably learned the X-Ray spell. It's to use the spell before opening a treasure chest. If the chest glows red, a monster is inside. If the chest glows blue, it is safe to open.

Free the Couple

Find out where the kidnapped couple is on the second basement level. Let them escape, then confront the kidnappers, Kandar and his men. Kandar is even stronger than before. Again concentrate on his men first. Generally, spells do not seem effective against Kandar, so don't waste MP. You probably need to go through many rounds to defeat Kandar alone. Don't be discouraged even if he seems undefeatable.



Go Back to the Store in Baharata

Galen is safely back and working in the store. Talk to him. He will gladly give you some Black Pepper.

Receive a Ship from the King of Portuga

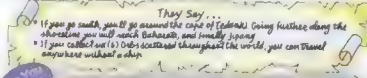
Take the Black Pepper to the King of Portuga and he will give you a ship as promised. Go aboard the ship for the next exciting and challenging parts of your quest.



The Shrine South of Portuga

LEVEL 19

Drop the small stone on the promontory near Portuga and talk to the man there.

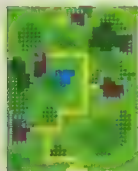


They Say...
If you go south, you'll go around the cape of Fedra. Going further along the shore, you will reach Baharata, and finally Japan.
If you collect one (s) of the treasure throughout the world, you can travel anywhere without a ship.

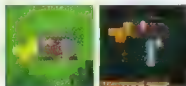


3 The following spells can only be mastered by you, the Hero. Use them when the opportunity arises.

LEVEL	TYPE	SPELL	TARGET	EFFECT	MP
12	Defensive	Heal	All Allies	Restores no damage	0
18	Mag.	Fire	One Enemy	Resets enemy's status	4
26	Attack	Zip	One Enemy	Gives about 80 damage points	6
30	Defensive	Heal	All Allies	Restores HP fully	52
41	Attack	Lightning	All Enemies	Gives about 200 damage points	30



This is a ghost village. If you go in during the day, you will only see a double body in a prison cell. Try FALK to the body. You will find a sword on the wall nearby. It displays a strange message.



Be sure to come back at night. You will see many people and ghosts. FALK to them. You will gain some valuable information. You will even find armor and a weapon store. The store carries expensive, but excellent weapons and armor.

They Say...

- The sword by the holy cage, I wanted to give someone the orb I had while I was still alive.
- You will see a volcano's crater if you go around the cape of Tedanki and go up the river.
- The Archfiend resides deep in the northern mountains of the Necropolis.
- The man behind a swamp tells you to find the First Key which unlocks the door of the girl. He instructs you to go to the island of Lancel beneath of...

Item Store

ITEM	PRICE
Sword	5000 +55
Sword	5000 +55
Armor	5000 +55
Armor	5000 +55
Armor	5000 +55
Armor	5000 +55
Armor	5000 +55
Armor	5000 +55



Zombie Sasher



Weapon Store

ITEM	PRICE
Map	5000 +11
Map	5000 +11
Map	5000 +11
Map	5000 +11
Map	5000 +11
Map	5000 +11
Map	5000 +11
Map	5000 +11

Item Store

ITEM	PRICE
Map	5000 +11
Map	5000 +11
Map	5000 +11
Map	5000 +11
Map	5000 +11
Map	5000 +11
Map	5000 +11
Map	5000 +11

Agard asks you to buy an Invulnerability Herb at the store, but later tells a man by the shrine suggests you get a gunboat instead of an Invulnerability Herb. The Invulnerability Herb isn't cheap, but it may prove a very valuable possession.

They Say...

- To obtain the First Key, you need some kind of vase.
- The Vase of Drought is supposed to be in the castle of Egnase in the island country to the north of Portage.
- If you want an Invulnerability Herb, go to Egnase.
- From the phone, you can go to the cave known as the Wound of the Earth.



You should choose the type of direct attack spells according to the enemy type.

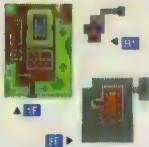
For example, many enemies in the sea, such as King Squids and Crabus, accustomed to cold sea water, have strong immune systems against the spells in the Frigid Family (IceBolt, SnowBlast, etc.). You should use spells in the other families, such as Blaze and Fireball against them. On the other hand, you should use spells in the Frigid Family against enemies who breathe out blaze such as Lava Bashers and Orochi. The spells in the Blaze Family seem to have no effect on them.

The Castle of Eginbear

The guard at the gate won't let you pass because you are weak. He doesn't like your looks so he'll turn away becoming mischievous.



USE the Inventory. Try items you purchased at the Village of Tuncel. Move along the path because the effect does not last long.



Arrange the 3 Boulders on the Blue Floor

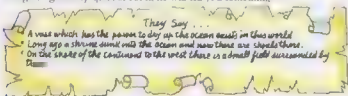
There is a chamber with three boulders at the basement of the castle. You must arrange the 3 boulders on the blue floor. This is a puzzle. You can push but cannot pull a boulder. Have fun! If you make a mistake, EXELUS stumbles and has to start over. If you cannot arrange the 3 boulders on the blue floor, see the hint on page 78. When you succeed, you will



Exclus
stumbles
and has
to start
over

Check the King's Chamber at Night

The King's counselor is doing something he doesn't want others to know about. For agreeing to keep quiet about it, he will tell you something.



The Field

The King's Counselor in Tuncel mentioned the existence of the field surrounded by trees on the slope of the western continent. There is an old man there. His vision is to build a new town, but he needs the help of a merchant.

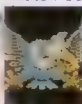
Help the Old Man

When you reach the port old man, fulfill his dream. Bring him a merchant from Alcantar. Go back to the western coast of Alcantar to the Adventurer's Hall or Registration on the second floor of Tuncel. Press registers - Merchant - and, strangely, Merchant List. You must HAVE one of commodities at Lucas' Place store. Adding the Merchant to your party. If you haven't learned how to change a party member, refer to Section 1, page 69. The Merchant doesn't need much experience, so just be sure to bring him here to the first place. You should keep him here just in your formation for the best protection. Use STATUS, then INFORMATION to change the name up.

TALK to the Old Man

TALK to the old man after presenting the Merchant to him. Overjoyed with the hope of fulfilling his dream, he will give you some information.

Watch Out for Hades' Condors

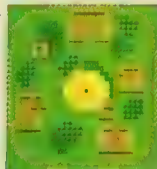


They can use the Lord's spell on you and your allies. The spell will send the affected character away, so be careful. If you are unfortunate enough to experience this, don't panic. You can always restart the game right if you don't want to start over. You can ask for the saving character. He will be reformed to this world immediately. You just need to find him here. If you cannot, see the hint on page 78.





IF



Weapon Store

ITEM	PRICE
Capricious	800
Ice	600
Power Bangle	1000
Power Ring	600
Clutch	800
Light Chain	1000
Light Scarf	800

Item Store

ITEM	PRICE
Minor Herb	800
Major Herb	1000
Flax Root	800
Minor Stone	800
Major Stone	1000
Full Moon Herb	800
Power Herb	1000
Inventory Herb	800

Find the Staff of Thunder

Follow the instructions given you by the old man at the field surrounded by trees and you will find the Staff of Thunder. When UNF'd during battle, this item can inflict the same damage as the Lightning spell.

TALK to Everyone and Every Animal

At least one animal in this village talks and can give you a clue as to where the Vase of Drought should be used.

They Say...

A great wizard lives in a field on the ice-covered island located in the

Use the Vase of Drought in the shoals of the western ocean.

The Echoing Flute is in a tower somewhere.

If you play the Echoing Flute in a place where an echo is near, an echo will come back.

The Shoals

LEVEL 1

If you TALKed to the talking horse in the village of Soo, you know where to look for the shoals. There, you may use the Vase of Drought.

USE the Vase of Drought by the shoals in the ocean west of the village of Soo. Enter the shrine which surfaces from the ocean. Inside you will see a treasure chest containing the Final Key. With that key, you will be able to open all secret doors. Begin with the door in the shoals.



They Say...

There is a great pit called Gorge deep in the mountains of Necrogon. A monster sometimes emerges from that pit.

Go To the Village of Tedanki at Night

Do you remember the cell in the village of Tedanki which had a scratch on the wall? At night, a guard picks the opening to the cell, but there is a door there, and you now have the Final Key. Enter the cell at midnight. TALK to the prisoner. He will give you an important hint. Don't forget to TALK to him after receiving the hint.

They Say... (Tedanki)

There is an altar on Lumbard on the distant south of Tedanki to place an orb on.

The Greenlod

LEVEL 2

Someone in the village of Soo mentioned a great wizard living on the island called Greenlod in the north sea. Go see him. To get to his abode, enter a bright green field on the ice-covered island and proceed straight ahead for awhile.

They Say...

Many years ago, pirates came and left a strange home.

With the staff of Change, you can change your shape, and the King of Somewhere is supposed to have it.



Before going to Samana, navigate eastward along the shore of central Bahariya. If you go up the river to the east of Bahariya, you will find this shrine. To the left of the shrine at the entrance to the shrine are the stairs to an inn and a House of Healing.

Convenient Place to Save

Use the Return spell to come here, and see the old man at the entrance. He will reward you with a gem.

Use the Maps Key on the shrine.



Change Class If You Like

Anyone who has reached level 20 can have a class change. To do so, enter the shrine and see the man in the middle. With a class change, for example, a Wizard can become a Soldier. The new Soldier would not

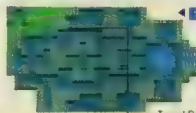
learn any new spells but would be able to use all the spells learned while he/she was the Wizard. Note the following:

- 1 After a Class Change, the character's attributes such as STRENGTH, AGILITY, and INTELLIGENCE will be halved and the level begins at 1 again.
- 2 The spells learned prior to a Class Change will not be forgotten, but the special talents such as Men and/or approval status will be lost.
- 3 After a Class Change, each weapon and armor the character was equipped with will be removed. Be sure to re-EQUIP him/her with appropriate weapons and armor.

Make a copy of your current Adventure Log before attempting a class change so that you may return to the class change consideration you wish.



Someone told the Book of Satori was in this tower. Even if you don't want this, it's a long climb here to get a gem. Points before going to this. This tower is not very spacious but should entice you for some one with intricate connections between rooms. On the first floor, there are four Travel Doors. The right Travel Door leads you to the other floors.



Travel Door

Where Is the Book of Satori?

To reach some floors in this tower, you must fall from the rooftops or fall into the traps. The Book of Satori is on a treasure chest on one of these floors.



Pitfall

41

Pitfall

5F

6F

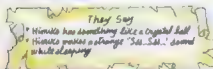
What Is the Book of Satori?

Anyone who wants to become a Sage must read this book to reach the level of enlightenment before requesting a class change. (Possession can be stolen.) Only the person who has this book at the time of the class change is eligible to become a Sage. In each quest, only one book of Satori is available.

Jipang and the Cave of Jipang

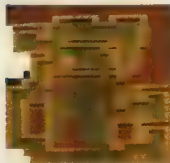
Jipang

The monstrous Orochi is terrorizing the villages of Jipang. There is a demonic ruler who's sentle offerings according to her own whims. She seems intelligent and strong, especially at night.



The Cave of Jipang

Creeping with bright red molten lava, this cave looks hostile. However, the cave isn't so hard to travel. On the second basement level, the monster Orochi awaits you.



▲ B2

▼ B1

Molten Lava



Confused?

Demons are quite a menace because they can confuse and disorient you and your allies with the Confuse spell. If this occurs, you may attack each other. What can you do to stop the affected persons from attacking the others? The

is effective solution: put the affected persons to sleep (use the Sleep spell). If the Pilgrim is put to sleep, you are out of luck!

Defeat the Orochi

The Orochi has more than one head and consequently can attack you with more than one attack each turn. The Sleep spell seems to work sometimes, and the spell in the Frigid Land seems to work fairly well. The Pilgrim might wish to decrease the defense power of the Orochi at the beginning of a battle using Sap. He should also try to maintain the HP of each member in the party at a sufficient level while the Hero and the Soldier concentrate on delivering blows to the Orochi.



▲ 1st Form

Chase the Defeated Orochi

Chase the defeated Orochi. It will lead you to Hanks' room. It seems he's suffered a terrible injury. Is she the Orochi? Restore the maximum HP of each member in the party and Talk to her. Show no mercy as you begin your battle with Hanks' true form—the Orochi. When you defeat the Orochi for the second and final time, you will find

The Village of Muor

12G

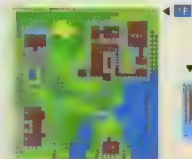


Weapon Store

WEAPON	HP	DEF	ATK
Natural Wand	35%	0	35
Sword	50%	0	50
Long Staff	75%	0	75
Staff of Power	75%	0	75
Fighting Staff	80%	0	80
Staff of Magic	80%	0	80

Item Store

WEAPON	HP	DEF	ATK
Magic Wand	NA	NA	NA
Long Staff	NA	NA	NA
Fighting Staff	NA	NA	NA
Staff of Power	NA	NA	NA
Staff of Magic	NA	NA	NA
Staff of Magic	NA	NA	NA



▲ 1F

▼ 2F

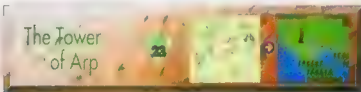




Almost everyone in this remote village near the fields of darkness have a striking resemblance to each other. A long time ago, an old man named Popotapa was from Ahauia, and he was known as O-U-T-I-G-A. You know, our friend Ortega was once here. A kid named Popotapa's cousin Water Blaster, which Ortega named for him while he was here. Good luck to him, Popotapa!

What Is the Water Blaster?

The innocent-looking device your father made while his hands were under special power, or so it seems. You're to use it on each village in your way and head to your amazement, the Water Blaster may cause an surprise people with cool-squirting water from its nozzle. Well, that's all folks! You'll better hurry!



Someone in the village of Soa said the Echoing Flute was in a tower somewhere. Is this the one?



▲ 2F

Thief's Key Door

▲ 1F

Jump Off the Tightrope

There are four treacherous bridges on this third floor of this tower. The path to each treasure will not be easy. Once you reach the fifth floor and walk toward the middle of the tightropes, mark your steps well and jump. One of the four treasure chests contains

3F



4F



5F

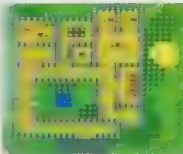


The House of Pirates

21



A young woman, I think, lives here. They don't seem hostile. You might meet with her valuable information from them. The leaders of the pirates won't. Watch what company makes you, I think either. I shouldn't take this seriously, she may withhold some important information.



Play the Echoing Flute Here

Play the Echoing Flute in this house. Do you hear the echoes? If so, an Orb must be nearby.

Use the Vault Often

You checked the basement of the house, just you found no Orb. Have you checked the house's perimeter? Don't you think you can enter outside at the back side of the house possibly. SEARCH there, a round or below the building and you will find.

They Say

- Long ago, they once saw a Phantom Ship wandering in the seas.
- They probably came across the Phantom Ship because they used the Sailer's Thigh Bone.
- They gave the bone to an old man in Gabaia.
- There is an island of Ligeia to the south and slightly to the west of the coast of Bualia.

Nintendo ENTERTAINMENT SYSTEM

Luzami

LEVEL
3

On this forgotten island, there is a prophet, TALK to him, and he will reveal your destiny. Also TALK to the man behind a counter in a little building. He sells nothing, but has vital information for you.

SEARCH the Flower Garden

You will find a not-so-vital item there.

They say...

- The shrine of the Goddess is deep in the mountains of the Hexagon.
- You will leave the Sword of Gales into a volcano's cauldron, and your true path will unfold.
- The Sword of Gales was possessed by a man called Simon.

The Navel of the Earth

27

In the village of Luteck there is a big shrine on the north side. Go there, and open all the doors you see with the First Key. Don't miss doors around the gate of the shrine. TALK to everyone. There you will find two prophets.

Accept the Challenge

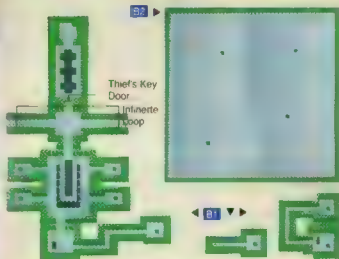
At the shrine, you will be asked to test your courage. Accept the challenge, but be sure you are properly equipped. The Zombi-Slayer, the Magic Armor, the Iron Mask, and the Iron Shield should help you meet the challenge. You should also carry the First Key and wear a USE the Meteoric Amulet for the occasion.

Don't Be Discouraged by Mimics

There are several treasure chests around the cave. Some of them are Mimics, evil monsters, which can cast the devastating Defeat spell. Be sure to open every treasure chest. One of them contains a very important item, and another a splendid suit of armor.

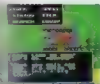
They say

- The Companion you have parted with will help fulfill your hopes.
- The Yellow Orb has passed from hand to hand and circled the globe.



The New Town

WA



Occasionally visit the New Town and the Merchant van left with the old man at the field surrounded by trees. If you don't see any change between each visit, take a short break between each visit or push the RESET button on your NES. Be sure to save your progress before doing either of these.

B1 ▶



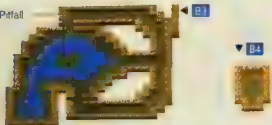
▼ B2

Pitfall



Petall

◀ B3



▼ B4



See the Reflection of the "King" of Samaria

Now you have the Mirror of Ra, wait until night falls and sneak into the king's chamber. See the *illustration* of the castle of Samaria. If you cannot find out how to get into his chamber, see the hint on page 58. Stand by the king King and USE the Mirror of Ra. The reflection of the monster will be located upon the mirror. When defeated, the monster will leave a treasure.



Try the Staff of Change Yourself

The Staff of Change is too good to give to the Great Wizard without giving it a try yourself. USE it to change your appearance. See for the first time the problems of Shrin!

After having some fun with it, imagine ways to put the staff to real use. Do you remember the item store in the Hidden Village of Eves? They didn't do your business, but it was at least the form of Elves, they should treat right. The Wizard's Ring and the Magic Robe will be good buys.



Use the Vault Often

Being thankful, he will give you the Sailor's High Jump. It will indicate the distance between you and the wandering Phantom Ship. USE it to help you zero in on the ship.

5

You can reduce the potential damage enemies inflict by using the "PARRY FIGHT" technique.

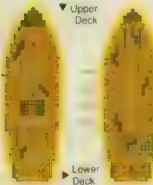
Now PARRY is possible. A player can initiate a parry by pressing the B Button and the PARRY FIGHT, and press the A Button. By pressing the technique, you can attack enemies while waiting for the effect of PARRY. You may think the extra is superfluous, but this technique will be quite useful against strong enemies.

Notice the difference!
Right: Usual, Left: PARRY-FIGHT





The Phantom Ship



▼ Upper Deck

▶ Lower Deck

To escape the ship, you must go to the Lower Deck. Since the sailing is over, you can't go to the water. If you find it possible to escape, go to the Lower Deck. If you find the Phantom Ship, TALK to everything (including fire). You will find a treasure chest. One of them contains a Locked Chest. But what will it

Go to the Promontory of Olivia

If you've TALKed to the treasure chest at the Promontory of Olivia, you should be able to go to the water. If you find the Locked Chest, you can go to the water. If you find the Locked Chest, you can go to the water. If you find the Locked Chest, you can go to the water.



Get Inside the Shrine Jail in the Lake

TALK to everything (including fire). You will find the spirit of Shion. There is a treasure chest in the Shrine Jail. You will find



The Cave of Necromancer

The Phantom Ship is a ship. You would have the Sword. You can go to the water and your path would lead before you. Go to the center to the south of Ashtar. If you find the Locked Chest, you can go to the water. If you find the Locked Chest, you can go to the water. If you find the Locked Chest, you can go to the water.

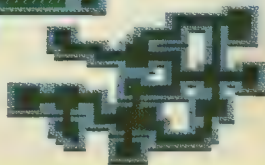


Penetrate the Cave

On the other side of the cave, there is a shrine. At this shrine, you will find a treasure chest. If you find the treasure chest, you can go to the water. If you find the treasure chest, you can go to the water. If you find the treasure chest, you can go to the water. If you find the treasure chest, you can go to the water. If you find the treasure chest, you can go to the water.

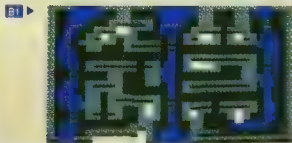


▲ 25



▼ 24

Nintendo ENTERTAINMENT SYSTEM



Liamland



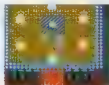
So you finally reached the other side of the cave of Necrogon and received the other Orb from the old man at the shrine.

Congratulations!

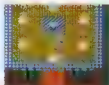
You now have all six Orbs: Green, Purple, Red, Blue, Yellow, and Silver. What? You don't have six Orbs yet? There is no point in coming to Liamland unless you do, so... You must retreat and retrieve the remaining Orbs. See page 79 if you need hints on locating the remaining Orbs.

Place one of the six Orbs on each pedestal in the altar attended by mardians. To place an Orb on each of the six pedestals, select M then an Orb, and finally USE a command of no significance. You can use any Orb on any pedestal.

After placing all six Orbs on the pedestals, wait patiently. The legendary Ramia will reappear before your eyes. She will fly your party to the cave of Ramia.



Place one Orb on each pedestal.



Then the legendary bird Ramia will appear.

How to Ride Ramia

To ride Ramia, move the lead character of your party over the back of Ramia and press the A button. The rest of the party will follow. Using the Control Pad, direct Ramia as you like. It's up to you to choose. Your perseverance has paid off! Now you can soar over the land of Dragon Warrior III.

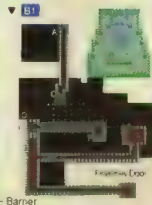
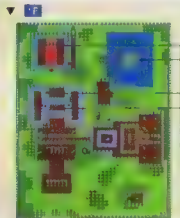
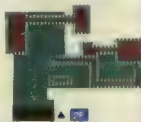
How to Land

To land, press the A Button. Move your party using the Control Pad. Note you cannot direct Ramia to land on places where you cannot walk, such as steep mountains and seas.



After a long and arduous journey through the Ruins, you see our first antagonist against "the enemy," the infamous Archon? Baramos. You defeat Baramos, the final of the "bad" characters in the Nintendo game.

The castle doesn't seem like a very hard one, but you will find out that it is. The castle is a very large and complex one, and you will find out that it is. The castle is a very large and complex one, and you will find out that it is. The castle is a very large and complex one, and you will find out that it is.



In the basement of this castle, you will find Baramos. Can you find the way to the basement? If you have trouble reaching the basement, see the hint on page 70.

How to Fight Baramos

Before the battle with Baramos begins, be sure to restore the maximum HP of every member of your party.

As the battle starts, have the Wizard cast the *Stikule* spell on all the party members, and have the Pilgrim or the Sage cast the *Stikule* spell to maximize their defense power.

It can be assumed that no spell will work on Baramos. So don't waste your valuable MP's casting spells on Baramos. The Pilgrim or the Sage should concentrate on the HP of each member of the party and heal the wounded. With the Wizard and the Pilgrim or the Sage as the support group, the others who excel in fighting (the Hero, the Soldier, etc.) should keep coming direct blows. The battle will be a long one, but with good teamwork, it should proceed.



So you defeated the Archfiend Baramos. Hurray! A winning lot for some. You thought you would prevail, but it is the end. But you have your reward. The treasure is yours. All that remains is to see what you have accomplished.

Well, you are at the town of Albia, a second in the town already seems to know of your feat and they drink your. The town of Albia is your quest and orders of celebration. But then, an unearthly voice is heard out of nowhere.

"He-he-he!"

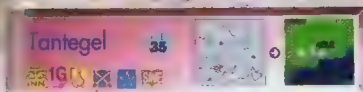
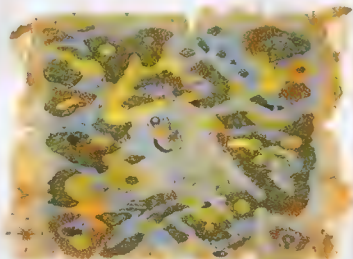
"I am Zenu, Master Archfiend who once the last realm of the world. He is the power I possess. Let me bring this world to a new beginning."

Locked in darkness.

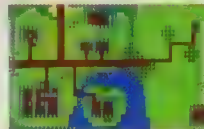
The King is pressed with yet another threat from the dark realm. He knows you. You are a champion but he needs a champion. You must go to the town of Albia and now.

Remembering the Great Prince of Garguon the castle of Baramos, you visit it again. Then you look at the floor now. Being suspicious, you jump out of the center.

The World of Darkness



The Castle Town



Weapon Store

Weapon	Price	Quality
Warrior's Blade	150	5%
Sword	75	5%
Dragon's Blade	900	7%
Dragon's Blade	200	5%
Sword	400	5%
Warrior's Blade	800	5%
Dragon's Blade	3000	5%

Item Store

Item	Price	Quality
Medicine	5	NA
Medicine	5	NA
Medicine	20	NA
Medicine	5	NA
Medicine	5	NA
Medicine	5	NA

Search to gather information again. The King to you. You see. Be sure to open locked doors if you can. You will be surprised to see what you can find. He is in the second floor of the castle, in the north side of the tower. He seems to be a wizard, an appreciation of fine companionship. He will show you some information.

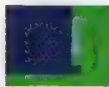


The King's appearance

They say

"The Stones of Sunlight are in Tantegel Castle. When rain and sunlight are combined, a Rainbow Bridge will form."

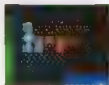
Nintendo ENTERTAINMENT SYSTEM



A dark, underground area from 'The Legend of Zelda'.

Where Are the Stones of Sunlight?

This doesn't seem to be in the underground chambers outside the castle as you may have hoped. I can't recall that simple "Your old acquaintance in the castle tower said..." in 'The Legend of Zelda'. Shouldn't you look for it "inside" the castle instead?



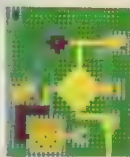
Dark, underground area from 'The Legend of Zelda'.



Dark, underground area from 'The Legend of Zelda'.

They Say...

- "The Master Anshford's castle is across the sea."
- "It may be possible to defeat the Master Anshford, Zora, if you possess at least the Sword of Light, the Arrows of Radiance, and the Shield of Heroes."
- "The village of Kol is east of Tintagel by boat."
- "The Fairy Flute may lie on the village of Kol."
- "The great Radiance is sealed in by a curse of the Anshford."



Weapon Store

Broadsword	50	133
Silver Sword	80	133
Dragon Mail	80	145
Woolen Tunic	80	145
Silver Shield	80	150
Iron Mail	80	125

Item Store

Broadsword	50	133
Silver Sword	80	133
Dragon Mail	80	145
Woolen Tunic	80	145
Silver Shield	80	150
Iron Mail	80	125

More merchandise that becomes available.

the village of Kol is a couple from Lym. According to the wife, they're trying when it looked like they were as because the next offerings to the... So, she mentions that her husband used to be a swordsmith in Tintagel, now he's the item store in the town. Do you think he can help you in some...

They Say...

- "Radiance is sealed inside a tower on an island to the west."
- "The Sword of Light should awaken the magical powers of the Anshford."
- "The Sword of Kings was shattered into pieces by the Anshford."
- "The owner of the item store is from Tintagel and he used to be a swordsmith."
- "The Sword of Kings was made of dragon."
- "The Fairy Flute should free Radiance from the curse that turned her into a stone statue."

37



There is a man who is always looking for crime. He says he heard that there was some in this town. I talk to the two women on the outer eastern section of the town. One of them says she saw something glinting in the MEADOWS.



There are a few buildings and a pasture there. Don't overlook the...

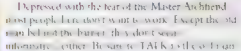
They Say:

- A planet is located four steps south of the bath in Kal
- The Sphere of Light is in the world above

Now have the Doctor put it in front of me. Well it went to me to be used. Do you remember the gem store owner with the red robe? Small? Yes. Perhaps a card. I tried to write with a stylus and found it hard to flow with the Doctor so I made a page. ¹⁰ When you're a child of God don't forget to look for the things mentioned by him in the novel *Darkness*.

[illegible]

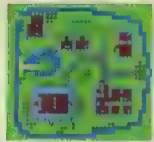
25G



They say
 * To go to the island of the Archangel you will need the Sinner of Sunlight the Staff of Raem, and the Sacred Amulet

Nintendo ENTERTAINMENT SYSTEM

The Town of Rimuldar 38



Weapon Stone

Weapon	Price
Basic Sword	1000
Steel Sword	2000
Clay Sword	3000
Mag. Sword	4000
Silver Sword	5000
Iron Mail	1000

LA, K to everyone. Use and every room can be found in the town. An antidote poison might give you a very interesting hint. However, whether this is a reliable source is unknown.

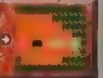


When you enter the town, you will find a small shop where you can buy some "antidote" and some "poison". The antidote is a very useful item, as it can cure you of any poison.

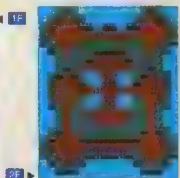
They Say

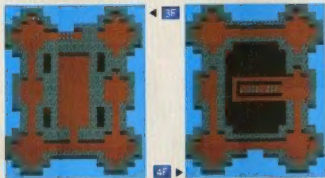
- The name of Rimuldar is in the town that Rimuldar is located in.
- When drops of liquid light up the antidote, a rainbow bridge will appear at the western end of this island.
- The Sage + Stone heals everyone's wounds and can be used any number of times.
- There is a secret passage behind the throne in the castle of the Archfiend.

The Cave Northwest of Tanteal 39



The Tower West of Kol 40





The old man outside the tower says that if you have the Fairy Flute, you should go up to the fifth floor. But you cannot go up higher than the third floor from inside. There is a corridor on the ground floor which has the first flight of stairs leading to the fifth floor. You can enter the corridor by jumping off the north opening of the third floor.

Check Every Treasure Box

Do you remember what you heard about the Armor of Radiance in the town of Rimuldar? It should be in this tower.

How to Walk on Rotating Floors

This tower has Rotating Floors, tricky sections of floors new to you. When your characters are on these floors, their movement and the normal \blacklozenge Control Pad movements don't correspond. Although it may seem there is no relationship between the direction you enter by using the \blacklozenge Control Pad and the actual movement made by your characters on the screen, there is one simple relationship. Can you find it? If you can't figure it out, see the hint on page 79.

Free the Spirit, Rubiss

The stone statue you see in the middle of the fifth floor is the Spirit Rubiss. Play [USE] the Fairy Flute to free Rubiss. When freed, she will give you. . .

The Rainbow Bridge

LEVEL 49

See the spirit at the underground shrine near the town of Cantlin. She will give you the Staff of Rain. Now you should have all three necessary items to get to the island of the Master Archfiend: the Stones of Sunlight, the Staff of Rain, and the Sacred Amulet.



See the sage at the underground shrine in the island south of Rimuldar. Satisfied to see you have collected all of the three crucial items, he will give you the Rainbow Drop.

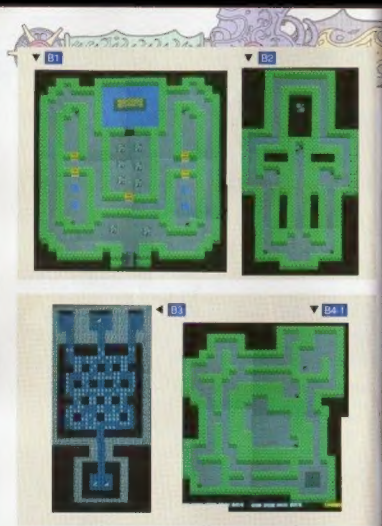
At the promontory northwest of the town of Rimuldar, USE the Rainbow Drop. The Rainbow Bridge will appear, connecting the island of the Archfiend and the island of Rimuldar.

The Castle of Zoma

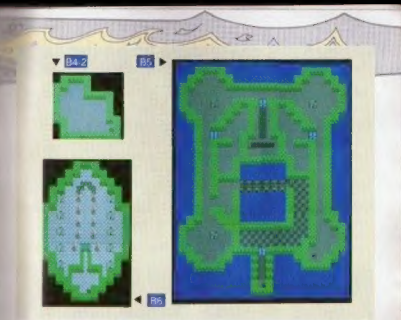
LEVEL 50



The Master Archfiend, Zoma, is inside this castle. Don't get trapped in the castle's infinite loops. Can't find the way to Zoma? Do you remember what the elutonic lying prisoner you saw in the town of Rimuldar had said? Maybe he was telling the truth that time. . . (If you can't find the passage, see the hint on page 79.)



On the fifth basement level, you will witness a courageous warrior fighting a monster. He is the person you heard so much about at many of the places you visited. . . .



How to Fight Zoma

On the fifth basement level, you will see five treasure chests. One of them contains the Sage's Stone. This item, when used during a battle, works like the Healus spell. Have the Pilgrim or Sage member of your party carry it.

Zoma awaits you on the sixth basement level. He is protected by three bodyguards. Defeat them, one by one. Before each battle, be sure to restore the maximum HP of each character. If you have the Wizard's Ring, USE it to also restore some MP.

As soon as the battle with Zoma begins, USE the Sphere of Light. Being the Master Archfiend of the Darkness, Zoma is susceptible to the power emitted by the Sphere of Light. Without it, you cannot inflict any damage to Zoma.

As always, the Pilgrim or Sage member should concentrate on healing the wounded. The Wizard should concentrate on doubling the attack power of each member, by casting the Bikill spell. Don't waste turns or MP by casting attack spells which don't seem to work on Zoma. From midpoint of the battle onward, Zoma will breathe out air to nullify the effects of all magic spells. The Sage's Stone will, then, be indispensable.

Even with an elaborate plan and coordinated teamwork, you will find Zoma seemingly impossible to defeat. Believe in yourself. You will win . . . eventually. . . if you are determined. **Good Luck!**

The Ultimate Hints

Where Is the Magic Ball?

An old man in the village of Reeve has one. Look for him.

How to Open the Sealed Stone Wall in the Pyramid

On the third floor, on the wall to the south, there are four buttons: two on the east side and two on the west side. Press one of the two buttons on the east side first and then one of the other two on the west side. If you press the right buttons, the wall will open. If not, you will fall through the trap door!

How to Arrange Three Boulders in the Castle of Eginbear

You can attempt to arrange three boulders as many times as you like. If you make a mistake, exit the chamber and re-enter the chamber when you are ready. The screen shots below illustrate one way to move the boulder on the left to the blue floor:



Push the boulder on the left toward the wall.



Push the boulder to the middle to the right to make some room.



Push the boulder on the left to the right. Be careful not to drop it in the pond.



Push the boulder on the left to the blue floor. Repeat for the other boulders.

Where Is the Missing Ally?

The character sent away to limbo by the Limbo spell will be returned to this world unscathed. He/she will be found at Luisa's Place in Alahan. See Luisa and ADD the ally back to your party again.

How to Enter the Chamber of the King of Samanao at Night

See the illustration of the castle of Samanao in Section II. Notice the tower on the east side of the castle. Enter the castle through the kitchen door on the east side. Go up the tower to the top and jump off through the opening to the west. Walk on the roof to get to the King's Chamber.

Where Is the Sword of Gaia?

If you TALKed to the spirit at the shrine jail by the Promontory of Olivia, you should know that the Sword of Gaia is hidden around one of the bodies there. SEARCH the area around the body.

Where Are the Six Orbs?

Green Orb Visit the village of Tedanki at night. Open the Final Key Door of a prison cell and TALK to the prisoner there.

Purple Orb SEARCH the treasure chest the Orochi in Jipang leaves when she is defeated.

Red Orb Move the boulder outside of the House of Pirates and SEARCH the spot. Climb down the stairs.

Blue Orb SEARCH a treasure chest on the third basement level of the Navel of the Earth.

Yellow Orb Visit the new town often and TALK to the Merchant. When he is imprisoned, he reveals where to look for it.

Silver Orb See the old man at the shrine by one of the openings of the Cave of Necrogond.

How to Enter Baramos' Chamber

Follow the route outlined below (the letters correspond to the ones in the diagram of the castle of Baramos in Section II):

2F: B + A D + C
1F: C D + H K + G F + E A + B Baramos' Chamber
B1: D + F C + A

Where Is the Sword of Kings?

Find the Orion in the pasture of the town of Haukstess and go to the village of Kol. Sell the Orion to the owner of the item store who used to be a swordsmith in Jipang. Leave the village and come back later. He will have forged the Sword of Kings and put it up for sale by then.

How to Walk on the Rotating Floors

When you are on a rotating floor, pressing the \blacklozenge Control Pad in the direction corresponding to the dark side of the floor moves you up. For example, when you are on one of the floors in the picture to the right, pressing left on \blacklozenge Control Pad moves you up. Try to figure out how other moves can be controlled.



How to Reach the Third Basement Level in the Castle of Zoma

To avoid getting trapped in the infinite loop of the second basement, you must enter the second basement through a secret passage. Do you remember what the chronic lying prisoner in the town of Rimuldar said? SEARCH the area behind the throne on the first basement level. You will find the stairs to the passage.

Nintendo ENTERTAINMENT SYSTEM

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1. Reorient the receiving antenna.
2. Relocate the NES with respect to the receiver.
3. Move the NES away from the receiver.
4. Plug the NES into a different outlet so the Control Deck and receiver are on different circuits.
5. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-100-003/45-4.